

Release notes

Version 4.4.0

Released September 6, 2023

- Reason Recon updated to correspond to Reason 12.6.1d72, with support for arm64 on n
- Build and test local45 in native Apple mode on macOS
- Compiler toolchain is based on LLVM 15.0.7
- All tools can run in native Apple mode on macOS (faster, no need to have Rosetta install
- RE2D tools updated (minor fixes). Mac version is no longer a .app bundle, instead uses t
- Windows
- Build scripts require python 3 / removed support for python 2.x

Version 4.3.0

Released October 25, 2021

- Reason Recon updated to correspond to Reason 12
- RE2D tools updated with hi-res support.
- Hi-res images for built in elements included
- Example updated with hi-res custom display background
- Example GUIs pre-rendered in hi-res
- Build script fix for working with the latest Xcode version

Version 4.2.0

Released May 20, 2020

- 3D GUI support has been deprecated
- Updated Recon to work in debug mode on MacOS Catalina
- All included binaries are signed and notarized for MacOS Catalina
- RE2DRender fixes for issues introduced when migrating from python 2 to 3

Version 4.1.0

Released Jan, 2020

- Updated software license model
- Build scripts upgraded to python 3
- MacOS Catalina support for Recon, RE2DRender and RE2DPreview
- Reason Recon updated to correspond to Reason 11
- Post-build validation (Recon ValidateRE) working for all platforms and build servers
- Fixed memory scanning issue in post build validation (Recon ValidateRE)
- Fix where big integers would be written in a lossy format in patches
- Included reduced Factory Sound Bank for Recon to reduce SDK package size
- Documentation moved from downloadable archive to <https://developer.reasonstudios.com>

- **Support for RT owned strings, which enables displays drawing DSP data**
- **Support for user samples, browsable by the end user**
- **Support for modifier keys in custom display gestures**
- **Hideable widgets enabling panels and tabs**
- **Popup menus in custom displays**
- **Reason Recon updated to correspond to Reason 9.2 and Reason Essentials 9.2**

Version 2.2.0

- **GUIs may now be defined using high resolution 2D images**
- **Reason Recon updated to correspond to Reason 8.2 and Reason Essentials 8.2**
- **Added example project files for Visual Studio 2012**